

BATTLES WITH MINIATURES™

june 2000 issue

FREE



VOID

OFFICIAL HOBBY SUPPLEMENT

i-KORE

BATTLES WITH MINIATURES™

Hi! And welcome to the second issue of Battles with Miniatures the official supplement for Void the tabletop miniatures game.

This is a monthly publication that will feature all the new releases for Void from i-Kore.

Battles with Miniatures will guide you through the various stages of the hobby: painting, collecting and gaming with your Void miniatures. It will feature battle reports, scenarios for you to try and new rules and troop types that develop the game system further.

Like all good things it will start small and will hopefully grow into to a substantial publication, but that is up to you the customer, you can help us shape this into a fascinating and involving hobby.

Your thoughts and comments about our miniatures and your ideas about all aspects of the hobby would be greatly appreciated. Please feel to contact us at submissions@i-kore.com or write to us at the address at the back of the magazine.

All of us here at i-Kore are miniature enthusiasts, we love toy soldiers and we want to make the best miniatures and games possible. Through the pages of Battles with Miniatures you will discover how we build and paint our armies, and the tabletop strategies we employ in an attempt to crush the forces of our foes.

See ya!

JR

What is Void

You have all seen the great science fiction films that are around where hero's battle against corrupt mega corporations, aliens and evil empires and the robots of the future threaten the very existence of mankind.

Void is a tabletop game, played with miniatures, that allows you to recreate conflicts similar to those that you have seen in your favourite science fiction films.

In the Void universe there are heroes and villains, aliens and robots. i-Kore produces a large range of miniatures from the Void world for you to collect and paint. The idea is that you collect these miniatures to play the game. The Void game is easily understandable and allows you to play fast fun games with your friends in a couple of hours.

Not only will you have a great time playing the game but you'll have endless hours of enjoyment deciding what figures to buy, what forces to build and how you will paint them.

Battles with Miniatures will be on hand to give you monthly tips on all aspects of this fascinating hobby.

Go on build a force and fight on the battlefields of Void.

Happy gaming.



Free with any miniatures box purchase. For details see your local stockist or our Mail Order



CHOOSING YOUR VOID ARMY

Before you start playing Void you need to decide what army you want to collect. Here is some basic information that might help you to decide. Also check out the catalogue sections of Battles with Miniatures they contain all the miniatures available for the game.



The Junkers are the inhabitants of the desert world of Ironglass. The black and red Convict legions of the Junkers rely on pure numbers to overwhelm their enemies rather than any specialised military hardware. Their equipment is bulky but functional and robust. Each legionary is fitted with a neural spike; a surgical implant that replaces the left eye, which allows the Enforcers to control these soldiers via pain modulators. The Junkers armies, like the rest of the homeworld forces, are divided into legions denoted by the numbers marked on their shields; these are further subdivided into cohorts.



The Prime AI orchestrates the mechanical dance of the Syntha on Prime. Their armies are characterised by Androsynths, true AI robots, and Prosthenes, cybernetically enhanced humans. These soldiers are equipped with high-powered plasma weapons and a vast array of highly sophisticated battlefield technology. These elite Syntha troops are supplemented by "Standards", unmodified humans, armed similarly to the other homeworld troopers. Their armour tends to be white inlaid with silver and gold. The Syntha believe that they are the "natural" evolutionary step for human beings.



The Viridian army is renowned for its lightning strikes and fast, efficient battlefield support. It is highly organised and extremely well equipped. Their battalions rely on a central core of marines, armed with Gauss rifles, augmented with Assault marines. They can be recognised by their grey-blue and green camouflage patterns. Shields, helmets and vehicles are often decorated with stylised animal head motifs. Tiger Class quadrupeds and Korvus fast attack bipeds feature heavily in their forces.



The Viridian Aeronautics and Space Agency are the guardians of the Grav-wells that link the colonies of panhumanic space together. They are based on the ice-world of Vacillus which orbits around the dead star Leviathan. V.A.S.A.'s forces are made up from troops seconded from the homeworlds' forces from throughout the galaxy for set terms of service. However, they also have a standing force of guard units called the "Black Legion". These are selected by the Agency from the very best soldiers that the homeworlds have to offer. These hardened veterans are feared and respected throughout the star systems of the galaxy.



A new menace confronts the forces of humanity: the Koralon. These aliens are fast and deadly. They are armed with sharp, shimmering blades that cut the toughest power armour as if it were paper. Their spatial resonance weapons have wreaked havoc amongst the legions of the Tripartite Confederacy. Large tracks of the "Rim Colonies" on the edge of the galaxy have fallen at their onslaught. The Koralon have golden yellow bellies darkening to deep red across their backs and carapaces.



Doctor Digby's painting tips

You've drafted your marines plugged in your convicts and fuelled up your Tiger APC but what colour scheme will best strike fear into the heart of your enemy. Below is a few tips and techniques to help you along the way to creating a visually impressive fighting force

Cleaning



Before you start painting your model some preparation may be needed. In the casting process some extra metal may have been left behind. This material is called "flash" and usually occurs in two ways. Firstly small tags may be left where the metal was injected into the mould. These are very easy to remove, simply trim the tag off with a sharp craft knife and clean any roughness left behind with a needle file. The second takes the form of a slight ridge running all the way round the miniature where the two halves of the mould have met called the mould line. This is more difficult to remove because sometimes the ridge can run through some of the more detailed areas of the model like hair but with a little care this is also removable. First with your craft knife run the edge of the blade across any ridge lines on the model trimming it down until it is almost flush with the miniature. Be careful not to scrape off any detail. To finish off take a needle file and gently file the remaining ridge flat to the surface of the model. Your miniature should now be ready to undercoat.



Block painting



This form of painting is very useful to beginners or people wanting a painted army in a hurry. Blocking is basically the first stage of any painted surface and simply involves picking a colour you wish for a certain area and evenly painting one or two coats neatly over the area chosen. As long as due care is taken on the sharpness of the edges you should quickly have a good-looking playable army with minimum fuss and bother.



Undercoating



Undercoating is essential to give a good painting surface to your miniature. There is a wide range of undercoating materials that can be utilised but by far the simplest is an aerosol spray. Two even coats are all that is required making sure that the spray is held at least fifteen to twenty centimetres away from the figure. Remember to always spray in a well-ventilated area. Make sure that the coats are even as paint build up can easily cover fine details. The two main base colours

used are black and white. The choice of undercoat can be very important to the final look of your miniature, dark undercoats can give your model a very dark contrasting colour scheme where as a light undercoat can make the final miniature bright and stand out more.

Drybrush



Dry brushing - Dry-brushing has two main uses. Firstly it can be used in combination with block painting to subtly highlight raised areas of your miniature. This is a useful tool for beginners as it is an effect that does not take much time or skill to perfect. Secondly it can be used to gently suggest details that maybe too small to paint individually for example individual strands of hair or chainmail links. The process itself is very simple. Block-paint the area you wish to work on. Mix the paint you originally used to block-paint the area with a little white paint to make a lighter tone. Take an old brush preferably one that has lost its sharp point a size 2 or 3 should do. Dip the top of the bristles into a slightly watered down version of your paint mix taking care not to fill more than the first couple of millimetres with paint. Then either brush off on a suitable surface or wipe off with a cloth any excess paint until there is almost no paint left on the brush. Gently brush the tip over the details you wish to highlight. You should begin to see any raised areas starting to catch the remaining paint on the brush and lighten in tone. This technique is particularly useful on armoured sharp edged effects or detailed metal areas.

Washing



Washes are another way to bring otherwise hidden contours in your miniature to the fore. A wash is basically ink or a watered down paint darker than the block colour you are trying to shade. The watered down colour naturally runs into any indents or dips in the contours of the area being worked and leaves the higher areas free of paint giving the impression of shadows and making the model look more three dimensional. This is good for cloth but because this is a much smoother finish it can be used to great effect on fleshtones as well.



#11112 ASSAULT
MARINE
SERGEANT



#11116 ASSAULT
MARINE FLAME
THROWER



#11111 ASSAULT
MARINE
#1 of 3
Random design 2 of 3



#11114 ASSAULT
MARINE CHAIN GUN-
NER



#11111 ASSAULT
MARINE
#2 of 3
Random design 2 of 3



#11113 ASSAULT
MARINE ROCKET
LAUNCHER



#11111 ASSAULT
MARINE
#3 of 3
Random design 2 of 3



#11115 ASSAULT
MARINE
GRENADE LAUNCHER





#11118
MARINE HMG TEAM
CREW #1



#11117
MARINE MORTAR
TEAM
CREW #1



#11118
MARINE HMG TEAM
CREW #2



#11117
MARINE MORTAR
TEAM
CREW #2



#11118
MARINE HMG TEAM
CREW #3



#11117
MARINE MORTAR
TEAM
CREW #3



#11118
MARINE HMG TEAM

#11117
MARINE MORTAR
TEAM



#11211 ENFORCER
#1 of 2



#11209 LEGIONARY
TERMITE LANCER



#11211 ENFORCER
#2 of 2



#11208 SUICIDE
BOMBER
#1 of 2



#11210 LEGIONARY
CHAIN
GUNNER



#11208 SUICIDE
BOMBER
#2 of 2





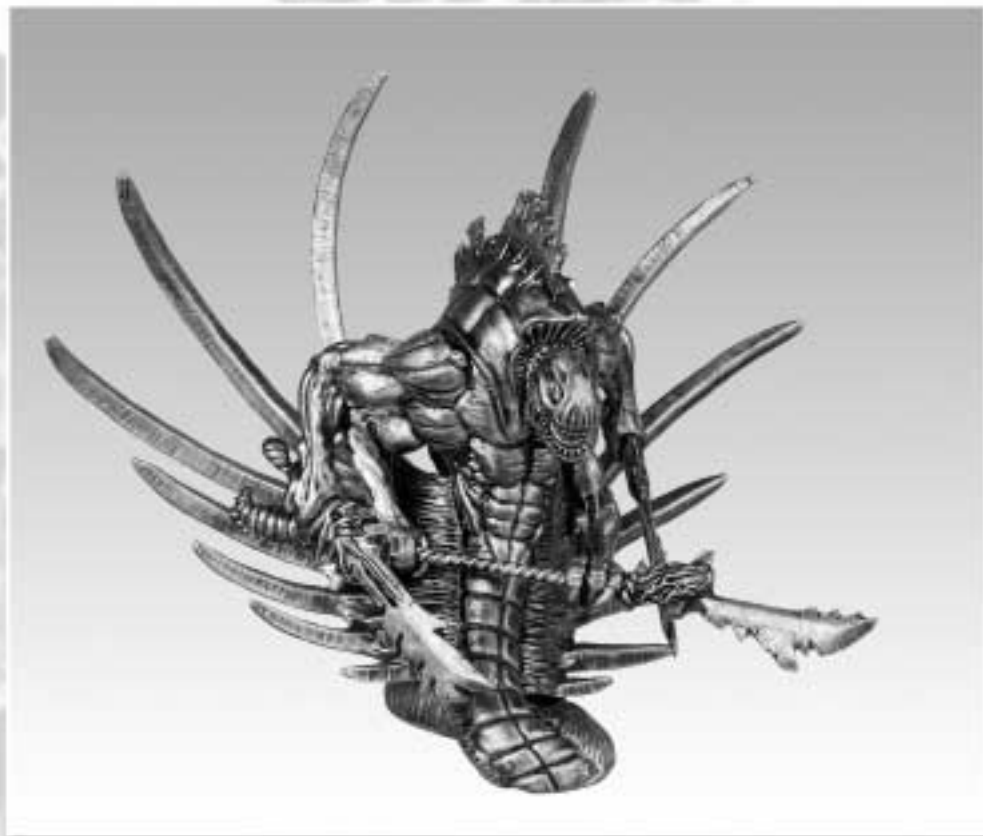
#11207 EXO-SUIT

#1 of 2

Random design 1 of 2

#11212 GRACCUS
& REX#11207 EXO-
SUIT #2 of 2

Random design 1 of 2

#11213 MOUNT-
ED
ENFORCER

#31504

LOOK OUT FOR
THE KORALON
BROODMASTER
IN JULY

Basing



A model never looks entirely finished until it is based. Start by superglueing your miniature to a base. After the superglue has dried use 'PVA' glue and an old paintbrush to cover the upper surface of the base completely. Before the glue dries dip the base into either a scenic flock or fine gravel, depending on your choice of terrain. Allow a few minutes for the glue to dry then gently knock off any excess. If you choose flock your miniature is finished but you may find you get a better finish if you paint the base green first. If you used gravel you can now choose your terrain by the colour you paint the base. Whichever colour you choose make sure it does not clash too strongly with your army's colour scheme. It's a shame to spend all that time painting an army just to ruin the effect at the last. A good tip is to start painting with a dark colour and dry-brush it lighter and lighter as you near the edge of the base as if the miniature is casting a shadow underneath itself thus increasing its three dimensional look.



If you choose flock your miniature is finished but you may find you get a better finish if you paint the base green first. If you used gravel you can now choose your terrain by the colour you paint the base. Whichever colour you choose make sure it does not clash too strongly with your army's colour scheme. It's a shame to spend all that time painting an army just to ruin the effect at the last. A good tip is to start painting with a dark colour and dry-brush it lighter and lighter as you near the edge of the base as if the miniature is casting a shadow underneath itself thus increasing its three dimensional look.



To add some extra interest to your figure base why not use some i-Kore Static Grass. Simply dot some P.V.A. glue to the base, take a pinch of static grass and press onto the glue. Leave until glue is set and knock the loose grass off.



JUNKERS



Tanned
Flesh



Erg Red



Obsidian
Black



Junkers
Brown



Gunmetal



Koralon
Yellow



Flesh – Block in with Tanned Flesh then wash with Flesh Wash use a little Tanned Flesh and Pale Flesh mix to gently highlight raised areas finally highlighting in pure Pale Flesh.



Red – Block with Nova Orange then paint over with Erg Red highlight by slowly mixing in Nova Orange finally highlight with Nova Orange and Koralon Yellow.

SYNTHA



Tanned
Flesh



Coraline
Blue



Synthan
Silver



Obsidian
Black



Gunmetal



Koralon
Yellow



White – Block with Coraline Blue and Prime White mix then highlight up to Prime White. Metal – Block in with Gun Metal mixed with Obsidian Black then highlight with a little pure Gun Metal and point highlight with Sythan Silver finally wash with Metal Wash.



Yellow – Block with Nova Orange then slowly highlight with a mix of Nova Orange and Koralon Yellow up to pure Koralon Yellow. Point highlight with Koralon Yellow and Prime White mix. Silver - Block with Obsidian Black and drybrush with Synthan Silver.

U.A.S.A.



Tanned
Flesh



Meduson
Purple



Obsidian
Black



Junkers
Brown



Gunmetal



Prime
White



Purple - Block with Meduson Purple adding Prime White for each successive highlight making sure the final highlight stops short of pure Prime White.



Black – Block with Obsidian Black then mix in a little Marine Blue to make a very dark blue slowly highlight up with Prime White then point highlight in Prime white.

VIRIDIAN



Tanned
Flesh



Bio Mass
Green



Viridian
Green



Marine
Blue



Coraline
Blue



Junkers
Brown



Green – Block with Viridian Green then highlight up mixing Viridian Green with Bio Mass Green finally highlighting with Koralon Yellow. Dark Green - Block with Viridian Green and highlight with Bio Mass Green mixed with Viridian Green.



Blue – Block in with Marine Blue slowly mix in Coraline Blue for successive highlights. For the lighter blue add more Coraline Blue and highlight with a touch of Prime White. Brown - Block with Junkers Brown then highlight with Leather Brown.

JOHN'S JUNKERS



Well it's been a seriously long time that I have felt the urge to pick up my hairy sticks, that's paint brushes to normal folk. However the convict legionary chain gunner galvanised me into action. As you can see the convict legionaries have a Romanesque feel to them, the large scutum like shield and the cool helmet, and being a bit of an ancient history buff convinced me that these were my kind of troops.

My objective to start with was to paint these figures quickly but effectively. These were not going to sit on my shelf but would be fighting on the table top against my fellow colleagues as soon as I could field an army.

I was going to use a washing technique on my figures to create the shading on them so I decided to undercoat them white. I cleaned the figures up and glued the backpacks on with i-Kore superglue. I left the shields separate since they are so large and would obstruct areas when painting. These I will glue to the figures once they are painted. I then undercoated the figures with Humbrol matt white enamel spray paint. I attached the figures to their slotted plastic bases with superglue. Sometimes you will find the metal slot on the figure doesn't fit the slot on the plastic base very well. The moulding process of the figure causes this and even though the designers compensate for the reduction there will invariably be some that don't fit. This can easily be remedied though. Take a pair of pliers to the metal slot on the base of the figure and twist it very slightly. This will kink the slot just enough for it to fit snugly into the plastic base.

Now I had to decide on the colours. I personally don't like too many different colours on my figures but prefer to limit them to create a more tonal effect.

Since in the Void universe there are endless armies of Junkers fighting all over the galaxies I decided to depart from the standard red and black schemes to create my own legion.

I settled on Coraline blue for the environment suit, Prime white for the shoulder pads and shields, Leviathan grey for the backpacks and the enforcer's trench coat. I chose a bronze colour, mixing Karas gold and Nova orange together, for the helmet and some of the metal details in keeping with the retro look of the legionaries. For the majority of the weapons I used Gunmetal. For the straps I used Leather brown and for the flesh I used Tanned flesh. For the hair on two of the figures I used Koralon yellow.

I started blocking the colours in starting with the Tanned flesh, then coraline blue, then Leviathan grey, then the bronze and finally all the weapon, hair and strap details. I decided to paint the hands Tanned flesh, strictly the models wear gloves but I liked the warmth they gave to the figures.

Once the block colours were done I was then ready for the washes. I had carefully chosen my colours so that I could wash the figures using only one colour, Metal wash. The wash flows into the recesses of the figure to create a real 3D effect. Once this was dry I repeated the process paying particular attention to the gun and flesh details to create deeply shaded areas.

Once the final wash was dry I applied a thinned down coat of Coraline blue to the raised areas of the environment suit to create highlights. I repeated this process with Tanned flesh, Leviathan grey, and Prime white for the shield. I was more careful with using Prime white on the shoulder pads. I wanted to create a graded contrast on the segmented armour. Therefore when painting these areas I started at the outside edge, away from the figure's head, with the thinned down Prime white and carefully drew the paint from that edge to the inside edge where it was overlapped by the next segment of armour. I was careful to leave the Metal wash edge where the plates joined.

I left all the metal details to give a deep, dirty shade to the weapons. I used Koralon yellow to dry brush the hair without thinning it.

Now all that was left was the shield details. It would have taken forever to paint some funky designs on them but I didn't want to leave them blank. I decided to head off to my local hobby store in search of some military transfers. Fortunately I found some sheets of grey numbers and letters. I used the numbers to create serial numbers across the top of the shields and I cunningly reversed the V's to create a Greek lambda symbol on the main part of the shield. I couldn't resist the Spartan army connotations.

I used i-Kore P.V.A. glue to stick i-Kore basing gravel to the plastic base. Once dry I carefully painted the base with Viridian green and dry brushed up with Koralon yellow. After that I tidied up the black trim of the base with Obsidian black.

Finally, since I would be playing with these, I gave them a good coat of Humbrol polyurethane gloss varnish. This gives a lovely ceramic look to the figures, which I like, that's the old wargamer coming out in me. If you prefer you can give them a coat of matt varnish afterwards.

Well it took me the best part of a day to do these ten figures so all in all not a bad start to my "Lambda" legion.

Happy painting.

JR





Doctor Digby's, alias Mark McNaught, Viridian Assault Marines. Mark chose Viridian Green as a base colour highlighted with Bio Mass Green for the armour and Meridian Sand as a base with Pale Flesh as a highlight for the knee and shoulder pads.



MonsHenningson's Viridian Assault Marines. Mons used Leviathan Grey highlighted with Prime White for the armour and Viridian Green highlighted with Koralon Yellow for the knee and shoulder pads.



Andy Leask's Shock Marines. Andy used a thin wash of Coraline Blue over a Prime White base further highlighted with Prime White. This colour scheme was inspired by Luca Zontini's cover artwork for Void.



Andy Leask's Marine weapon teams. Andy block painted the trousers Viridian Green and T-shirts Leviathan Grey over a black undercoat. Leaving the black undercoat visible in the recesses created the effect of shadows.